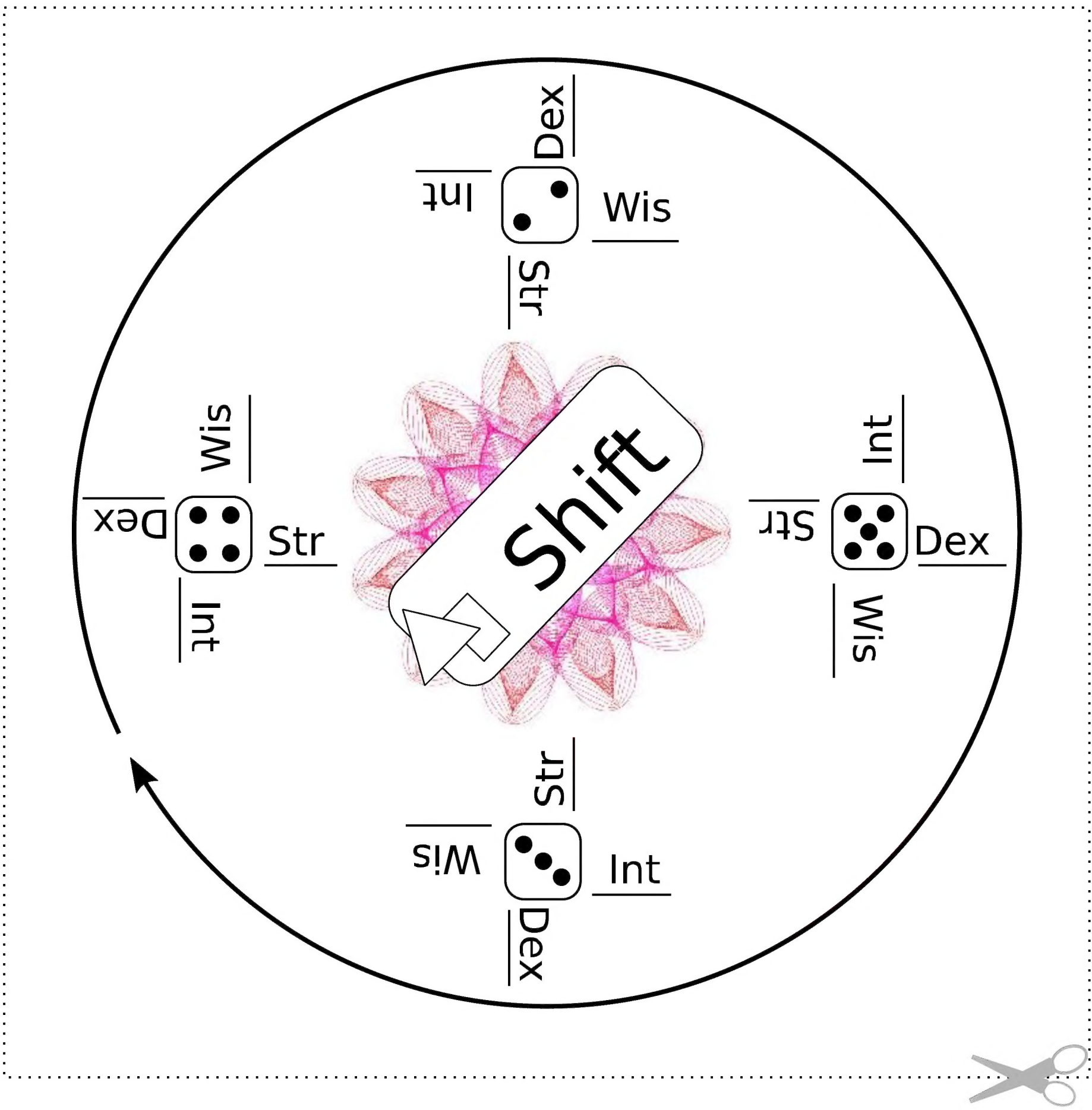


Just like:

■ Inception ■ Dark City ■ Matrix ■ Adaptation ■ Stranger Than Fiction ■ Truman Show



Cliche

Anchor Tokens

Overcoming Challenges

Attitude	Profession
<input type="checkbox"/> Lovelorn	<input type="checkbox"/> Farmer
<input type="checkbox"/> Whimsical	<input type="checkbox"/> Carpenter
<input type="checkbox"/> Distant	<input type="checkbox"/> Guard
<input type="checkbox"/> Pragmatic	<input type="checkbox"/> Student
<input type="checkbox"/> Punctual	<input type="checkbox"/> Clerk
<input type="checkbox"/> Lazy	<input type="checkbox"/> Smith
<input type="checkbox"/> _____	<input type="checkbox"/> _____

PCs start with 2 Anchor Tokens.

- Tokens let you retain memory across Shifts
- You may give tokens to NPCs

However,

- Anyone who dies with a token is erased from all versions of all realities.
- Whereas, someone who died without a token could be restored by a SHIFT.

- Make a plan involving two stats
- Roll two six-sided dice:
 - die1 < stat1 = Success
 - die2 < stat2 = No complications
- Both = Stats = **SHIFT!**

1 Combat = 2 Challenges

Shift (everyone rotates stats 90deg)

Alter Egos

Injuries

What's Wrong?	Why?	Change One:
<input type="checkbox"/> Deja-vu	<input type="checkbox"/> Simulation	<input type="checkbox"/> genre
<input type="checkbox"/> Double-Take	<input type="checkbox"/> Dream	<input type="checkbox"/> tone
<input type="checkbox"/> Alien	<input type="checkbox"/> Multiverse	<input type="checkbox"/> timeline
<input type="checkbox"/> Geometry	<input type="checkbox"/> Fiction	<input type="checkbox"/> technology
<input type="checkbox"/> Goosebumps	<input type="checkbox"/> Delusion	<input type="checkbox"/> aliens
<input type="checkbox"/> Messages	<input type="checkbox"/> Game	<input type="checkbox"/> event
<input type="checkbox"/> Visions	<input type="checkbox"/> Experiment	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____

Shift 1

- ☐ Rogue
- ☐ Hacker
- ☐ Wizard
- ☐ Knight
- ☐ Politician
- ☐ Sniper
- ☐ _____

Shift 2

- ☐ Herald
- ☐ Speedster
- ☐ Polymorph
- ☐ Ninja
- ☐ Tank
- ☐ _____

Shift 3

- ☐ _____

- ☐ Bruising
- ☐ Scrapes
- ☐ Gashes
- ☐ Limbs
- ☐ Dead
- ☐ _____

When there's a SHIFT, characters without an anchor token lose all memory of previous realities.